

CLAIMS:

1-5. (Cancelled)

6. (Previously Presented) A method of synthesizing a complex sound, comprising:

generating a plurality of different kinds of simpler sound events with repetitive occurrences of each kind,

5 establishing respective random time distributions for the occurrences of at least some of said kinds of sounds, and

combining said simpler sound events into said complex sounds,

10 wherein said random time distribution is established in accordance with white noise crossing a predetermined threshold in a predetermined direction, said white noise is low pass filtered, and the filter bandwidth determines the average rate of generating said sound event occurrences.

7. (Original) The method of claim 6, wherein said filter bandwidth is selectable.

8. (Original) The method of claim 6, wherein said white noise is filtered by a second-order filter having a frequency response characteristic $F(z)$:

5
$$F(z) = [(1+\alpha_1)(1+\alpha_1)]/[(1+\alpha_1z^{-1})(1+\alpha_1z^{-1})],$$

where $\alpha_1 = -1 + 2\pi R_{avg}/F_s$,

R_{avg} is the desired average rate, and

F_s is the filter sampling rate.

9-50. (Cancelled)